

1/24

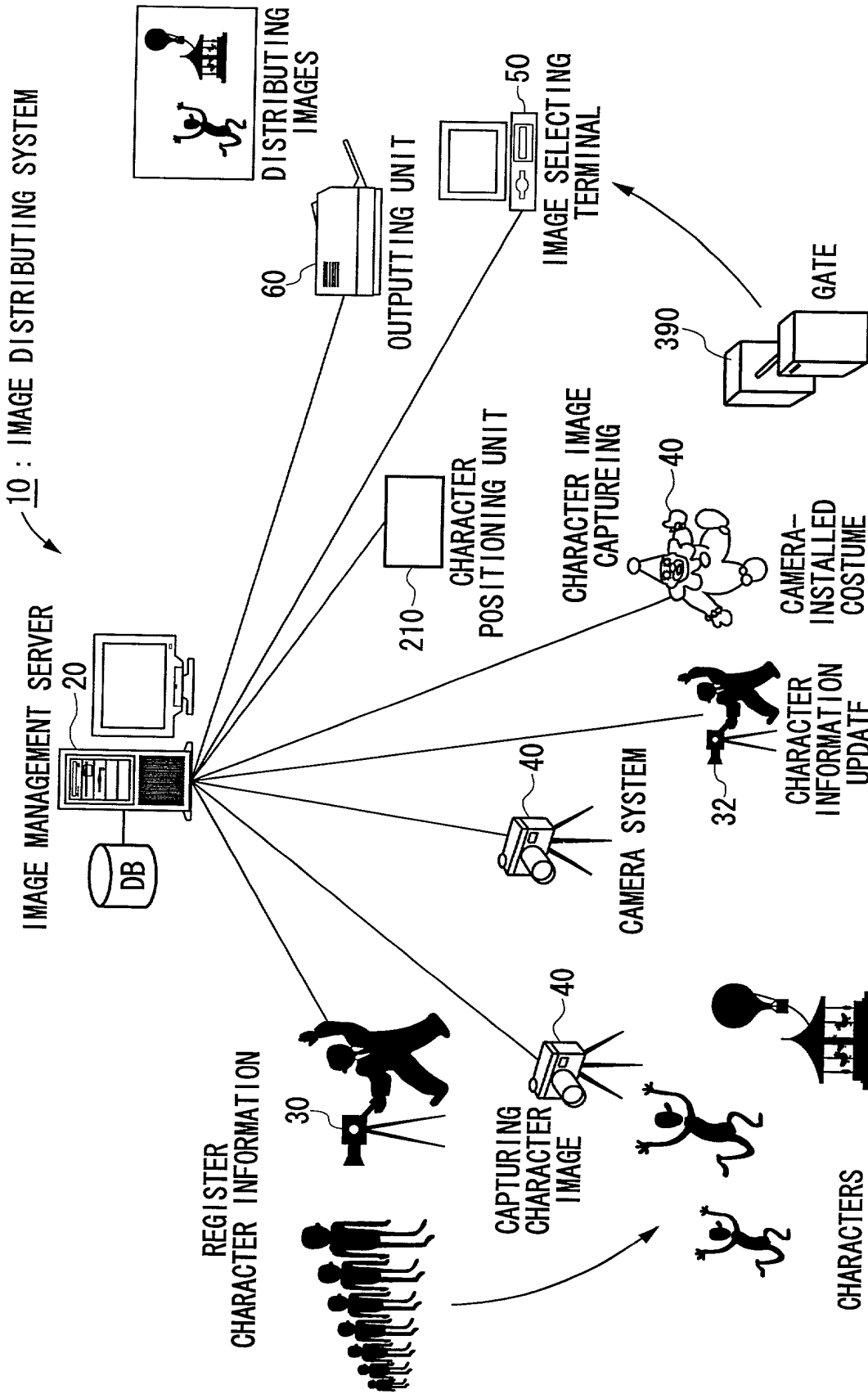


FIG. 1

2/24

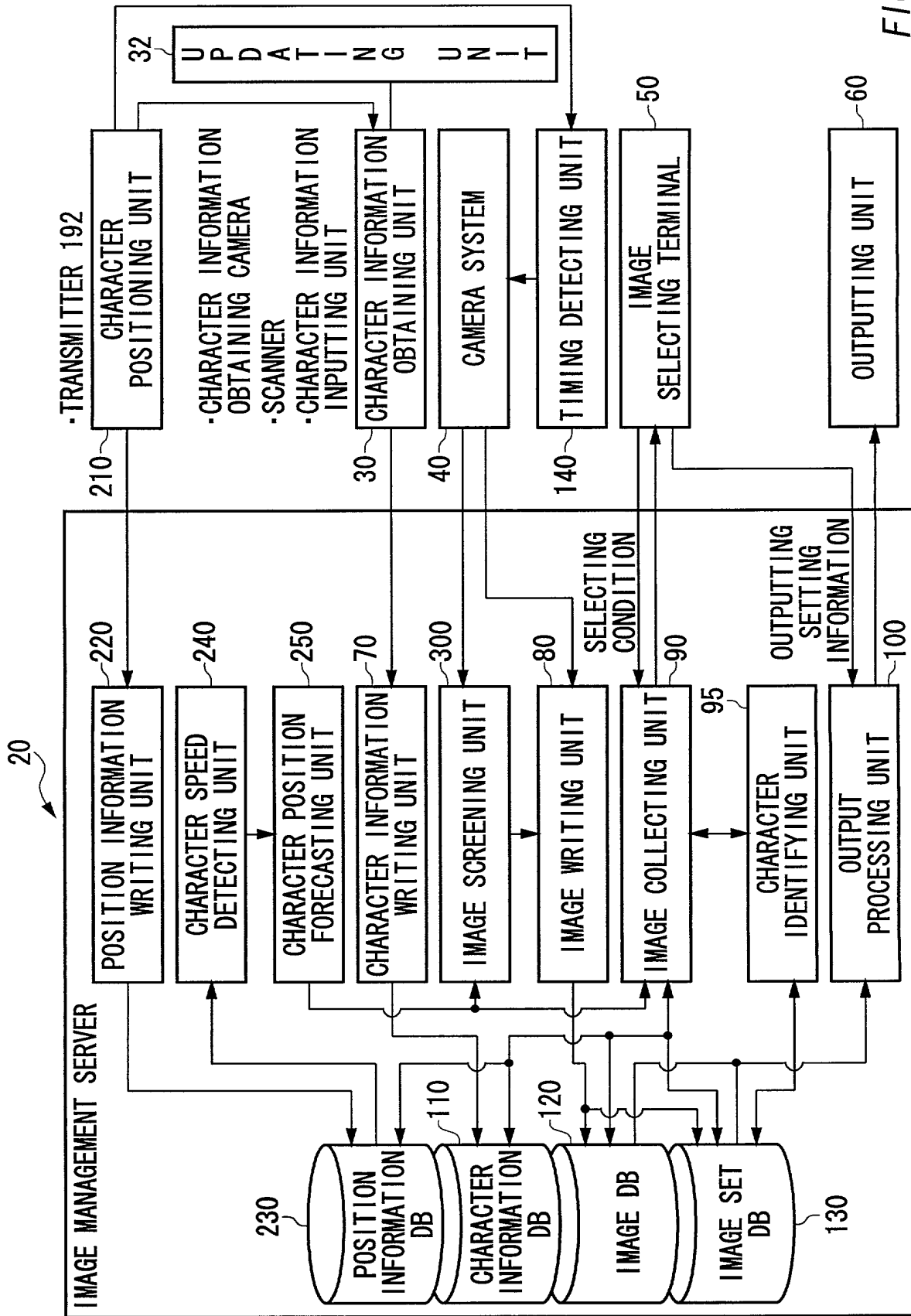


FIG. 2

3/24

CHARACTER DB

110

CHARACTER ID	FRIEND ID	CHARACTER INFORMATION		ENTRY TIME	POSITION INFORMATION	RESTRICTION FOR OTHERS NOT TO OBTAIN ONE'S IMAGE
		DATA AT ENTRY	UPDATE DATA			
1	4, 5	FACE PARAMETER (1)	NO	9:00	9:10=POINT A	YES
2	3	FACE PARAMETER (2)	UPDATED FACE PARAMETER (2)	9:15	9:30=POINT B, 10:00=POINT C, ...	NO
3	2	FACE PARAMETER (3)	NO	9:20	9:30=POINT B, 10:00=POINT C, ...	NO

FIG. 3

4/24

IMAGE DB

120

IMAGE ID	IMAGE CAPTURING PROPERTY			IDENTIFIED CHARACTER ID			
	CAMERA ID	POSITION INFORMATION					
		PLACE	TIME				
1	5	POINT A	10:00	1			
2	6	POINT A	10:01	2	3		
3	1	POINT B	10:03	8	13		

FIG. 4

IMAGE SET DB

130

SET IMAGE ID		IMAGE ID					
ANGLE SET	CHRONOLOGICAL SET						
A1		11	12	13	14	15	
A2		6	7	8			
	T1	15	17	20	24		

FIG. 5

5/24

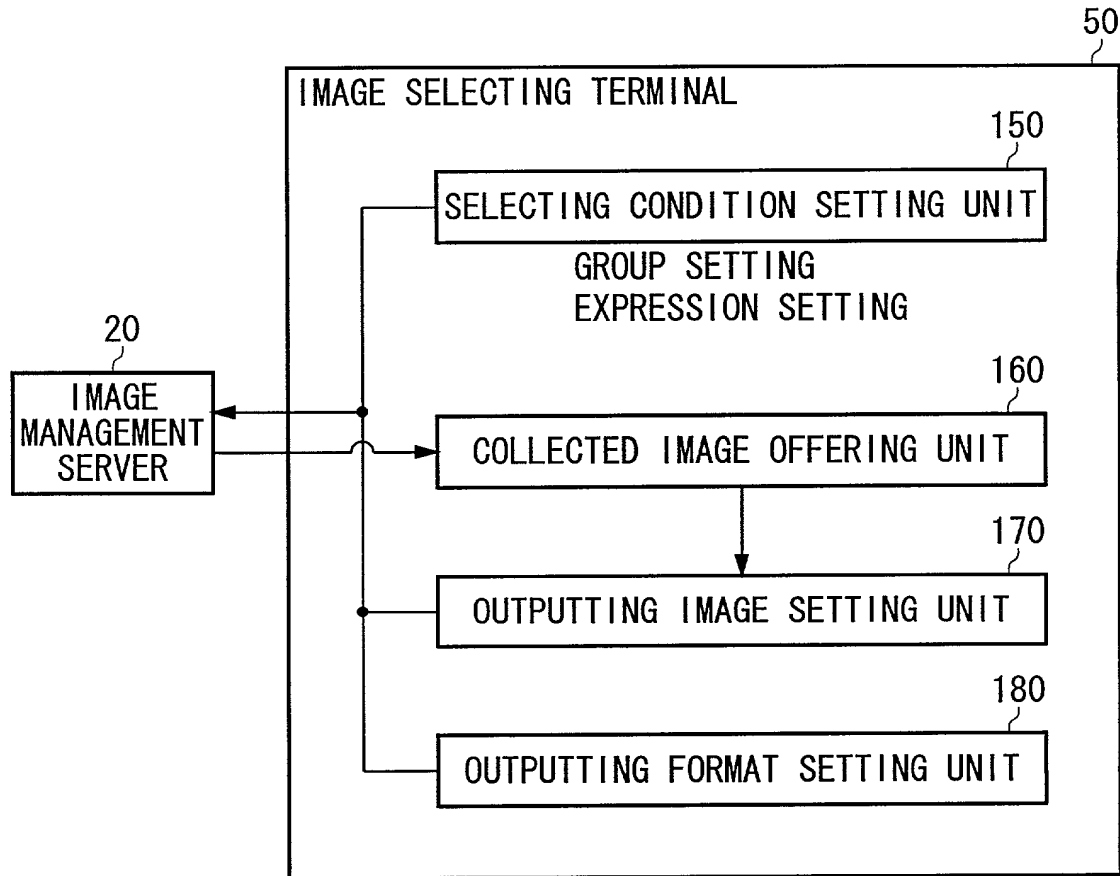


FIG. 6

6/24

95: CHARACTER IDENTIFYING UNIT

SET IMAGE ID	IMAGE ID				
A1 (ANGLE SET)	11	12	13	14	15

INCLUDES CHARACTER X
IN COMMON



THE CHARACTER X IN IMAGE ID 11 IS
IDENTIFIED AS CHARACTER ID 19



THE CHARACTER X IN IMAGES ID 12 THROUGH 15 IS ALSO
IDENTIFIED AS CHARACTER ID 19

FIG. 7

7/24

95: CHARACTER IDENTIFYING UNIT

SET IMAGE ID	IMAGE ID				
T1 (CHRONOLOGICAL SET)	21	22	23	24	25

INCLUDES CHARACTER Y
IN COMMON



THE CHARACTER Y IN IMAGE ID 21 IS
IDENTIFIED AS CHARACTER ID 29



THE CHARACTER Y IN IMAGES ID 22 THROUGH 25 IS ALSO
IDENTIFIED AS CHARACTER ID 29

FIG. 8

8/24

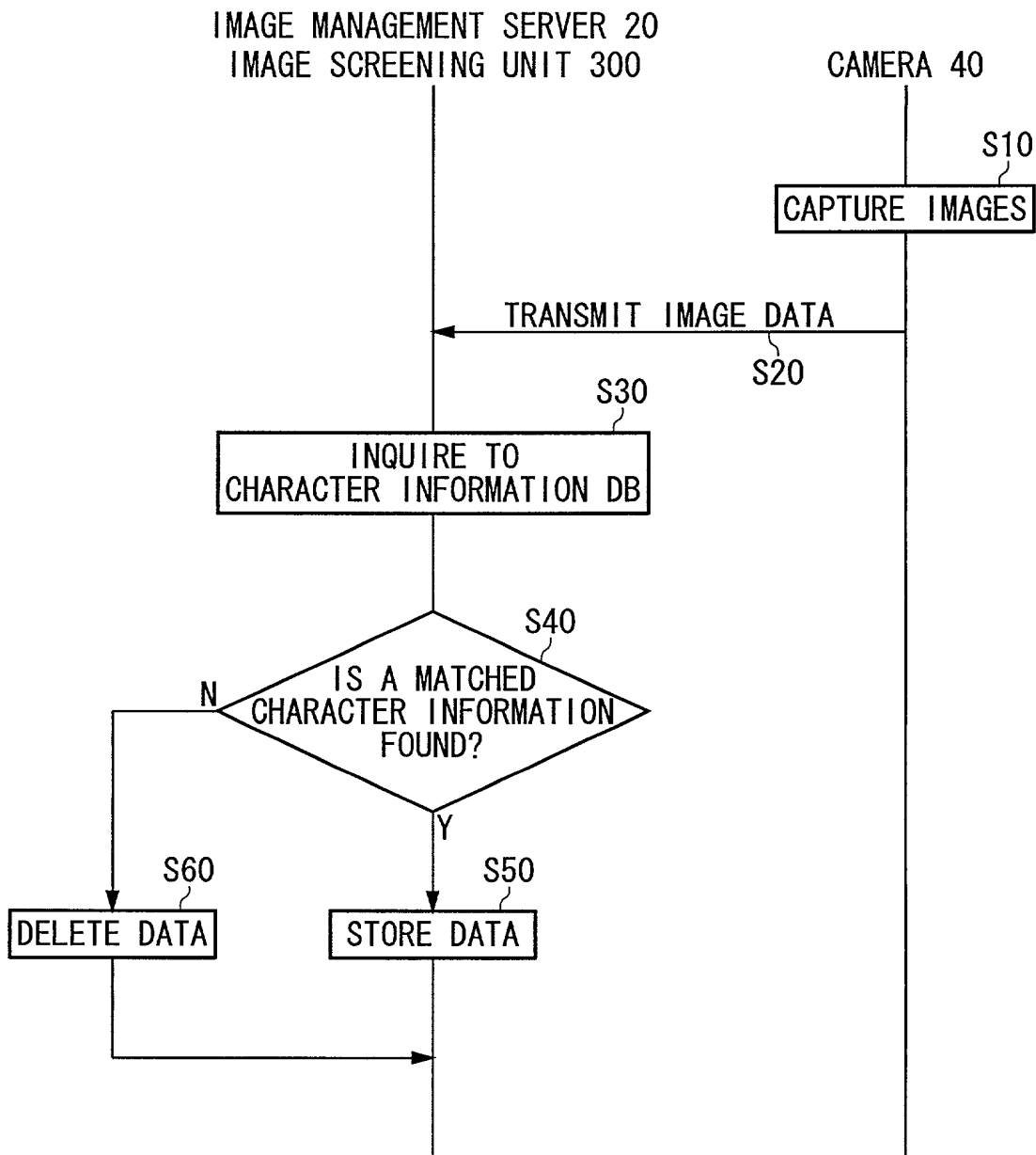
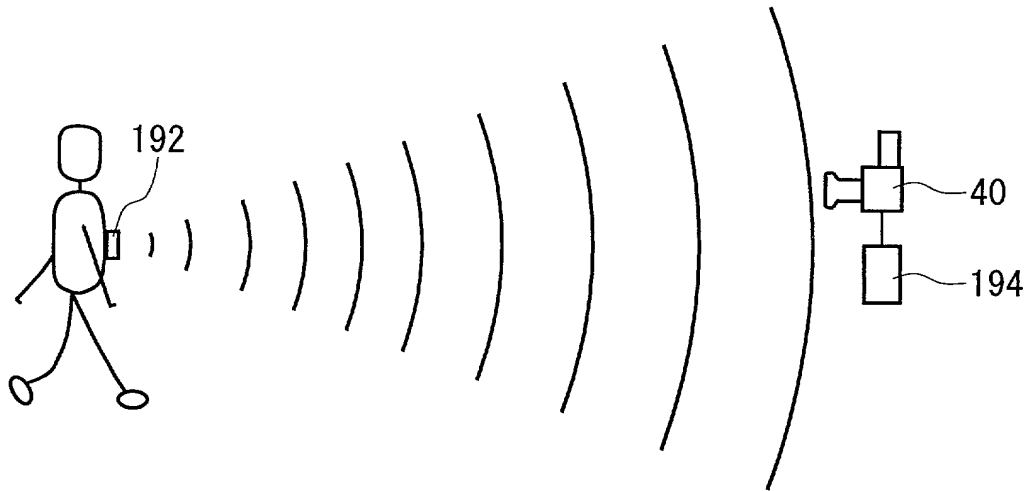
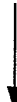


FIG. 9

9/24



DETECT POSITION OF A CHARACTER



THE CHARACTER COMES TO A PREDETERMINED POSITION



CAPTURE IMAGE

FIG. 10

10/24

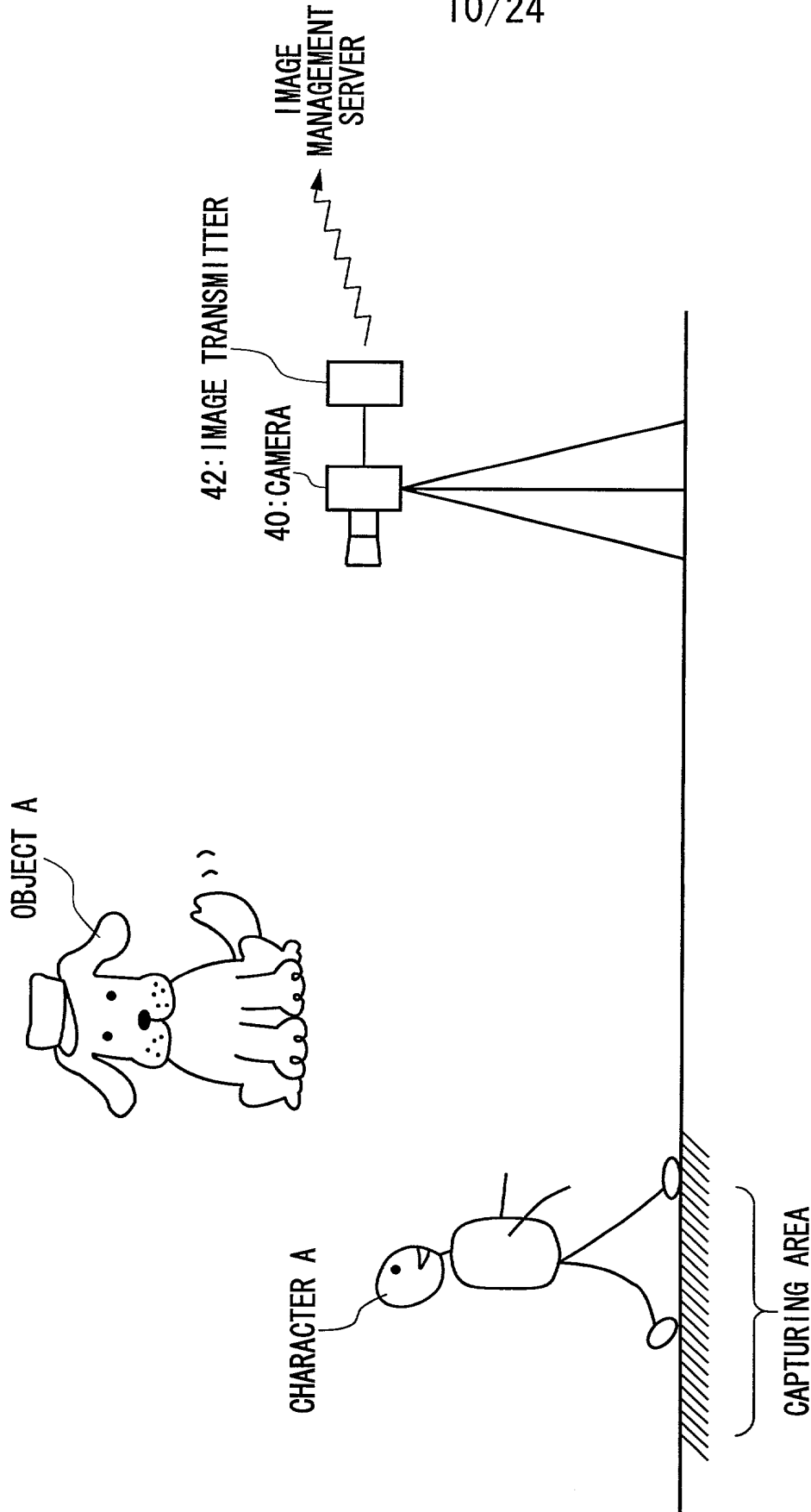


FIG. 11

11/24

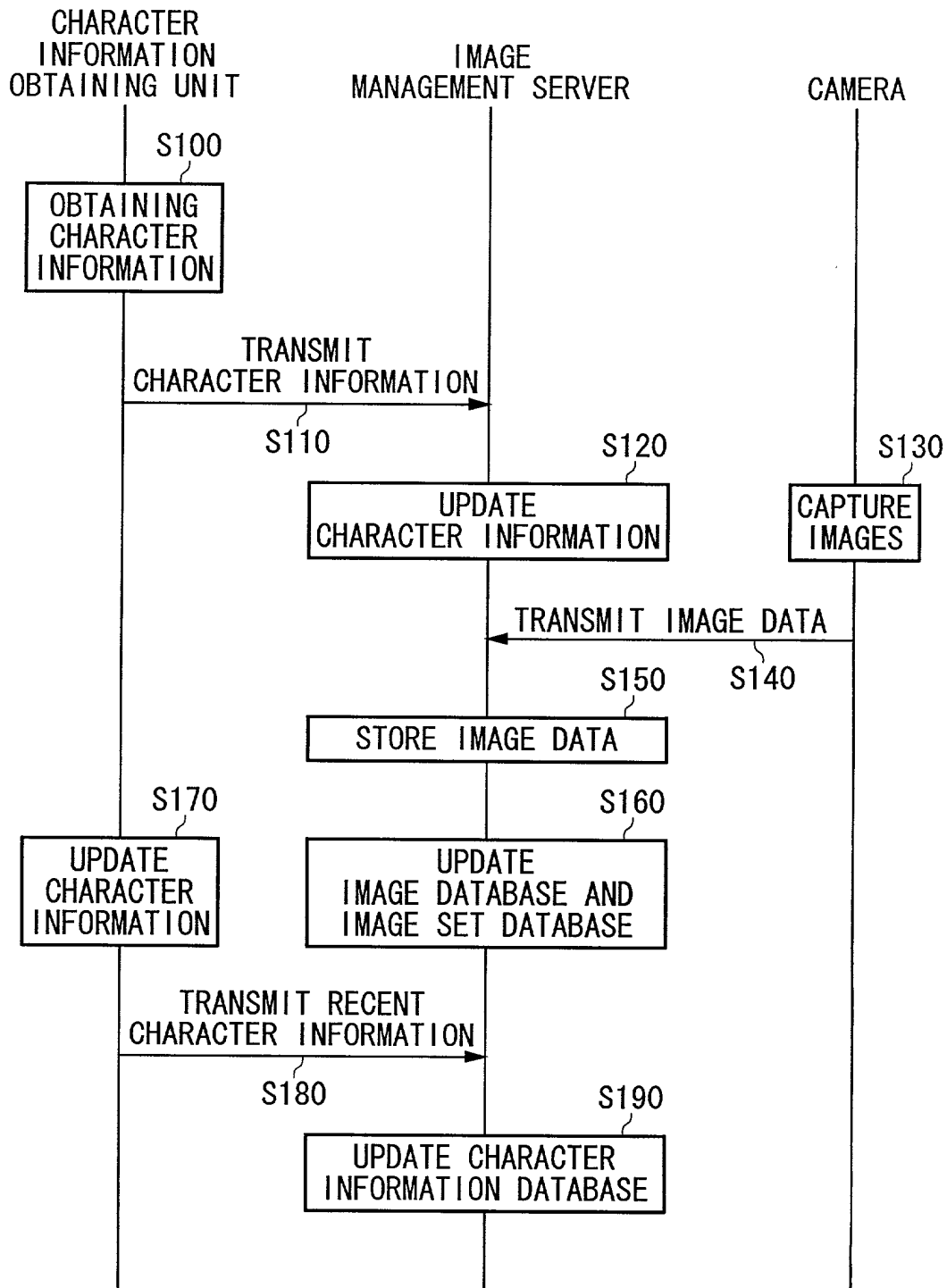


FIG. 12

12/24

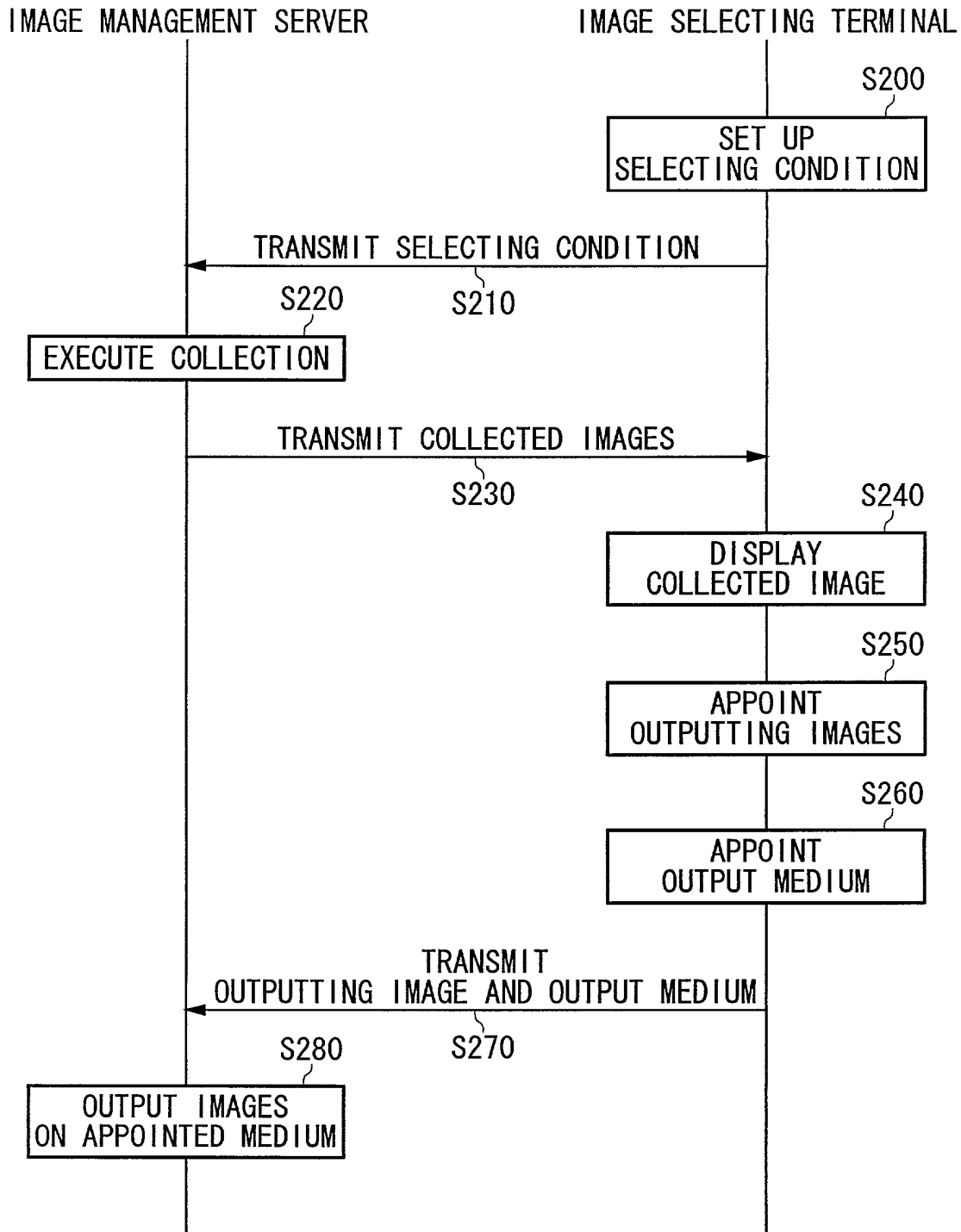


FIG. 13

13/24

INFORMATION FOR SETTING IMAGE SELECTING CONDITION

PLEASE INPUT YOUR ID NUMBER

215

SEARCH CONDITION (PLEASE CHECK)

☒ ONLY YOURSELF

☒ WITH YOUR FRIEND

PLEASE INPUT YOUR FRIEND'S ID

216 217

☒ FACIAL EXPRESSION

☒ EYES OPEN ONLY ☒ SMILING ONLY

SEARCH

FIG. 14

FIG. 15

15/24

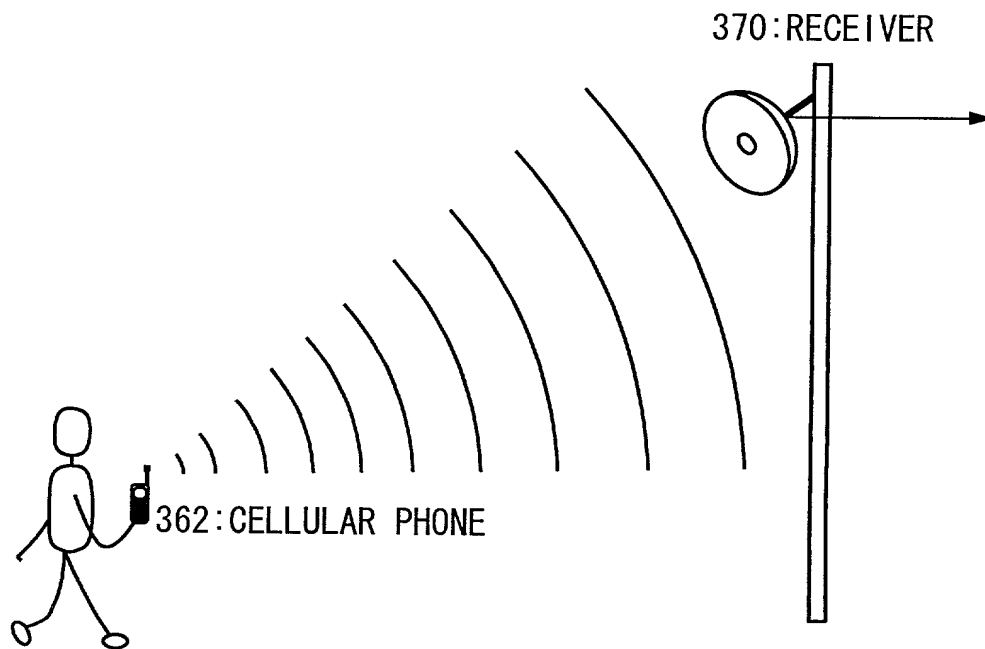


FIG. 16

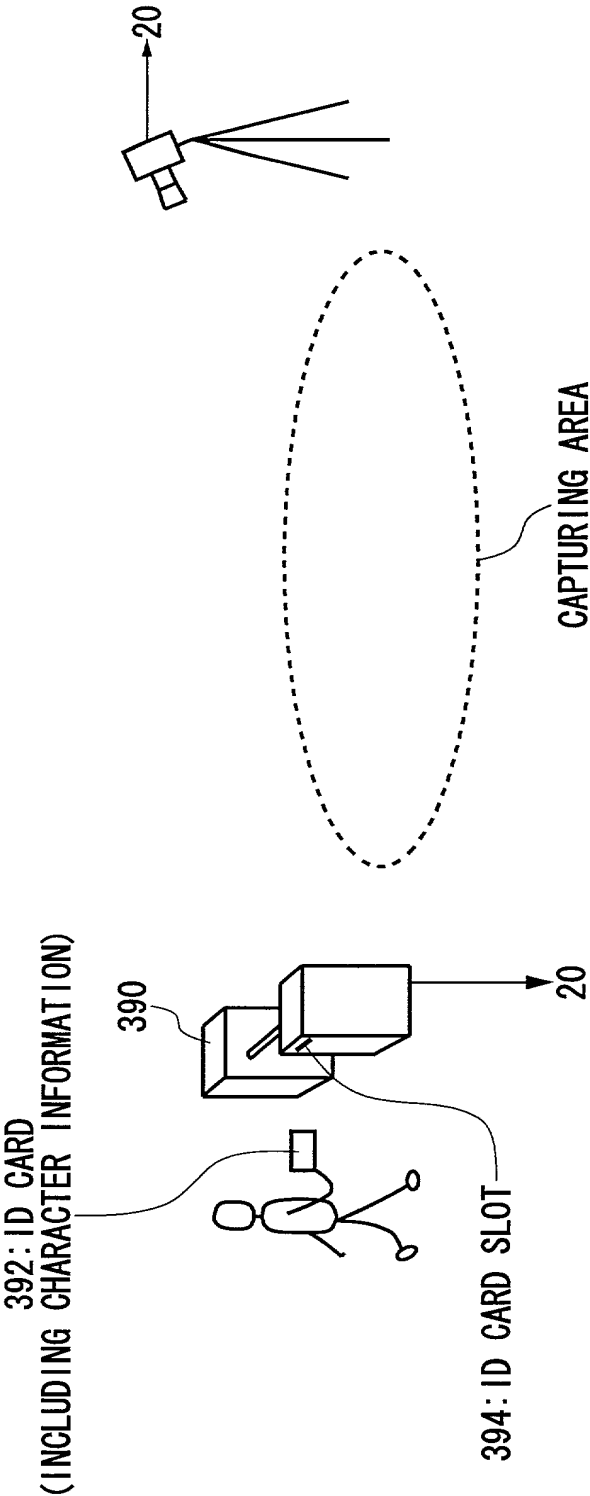


FIG. 17

17/24

POSITION INFORMATION DB

230

CHARACTER ID	1
TIME	PLACE
13:00	POINT A
13:10	POINT A
13:20	POINT B
13:30	POINT B
⋮	

FIG. 18

A CHARACTER WHO PASSES
THE PREDETERMINED POINT

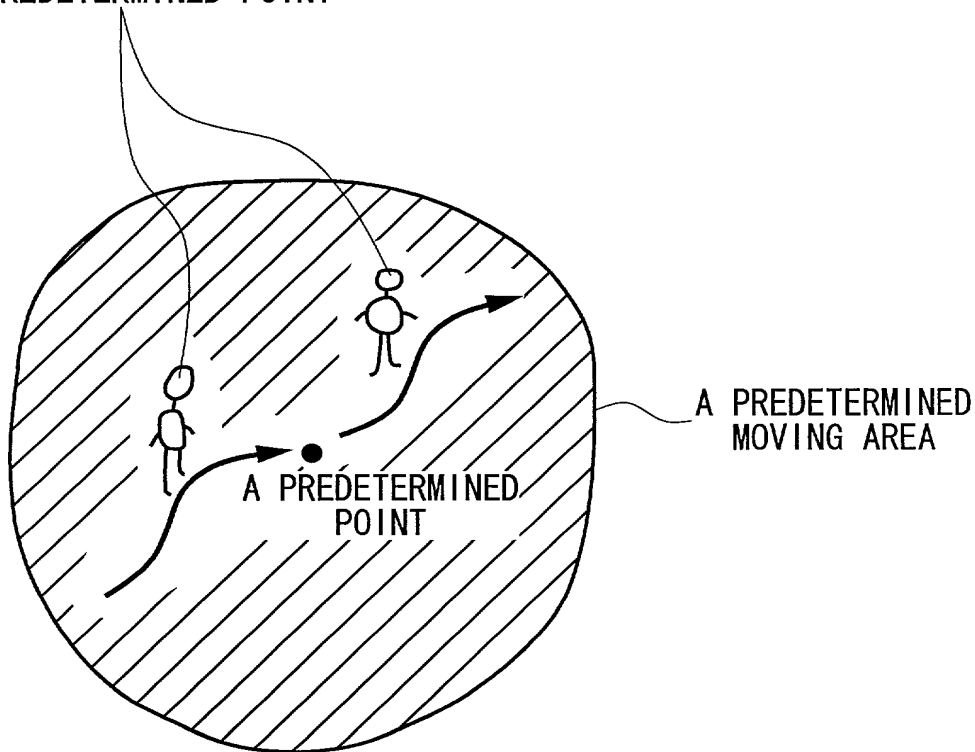


FIG. 19

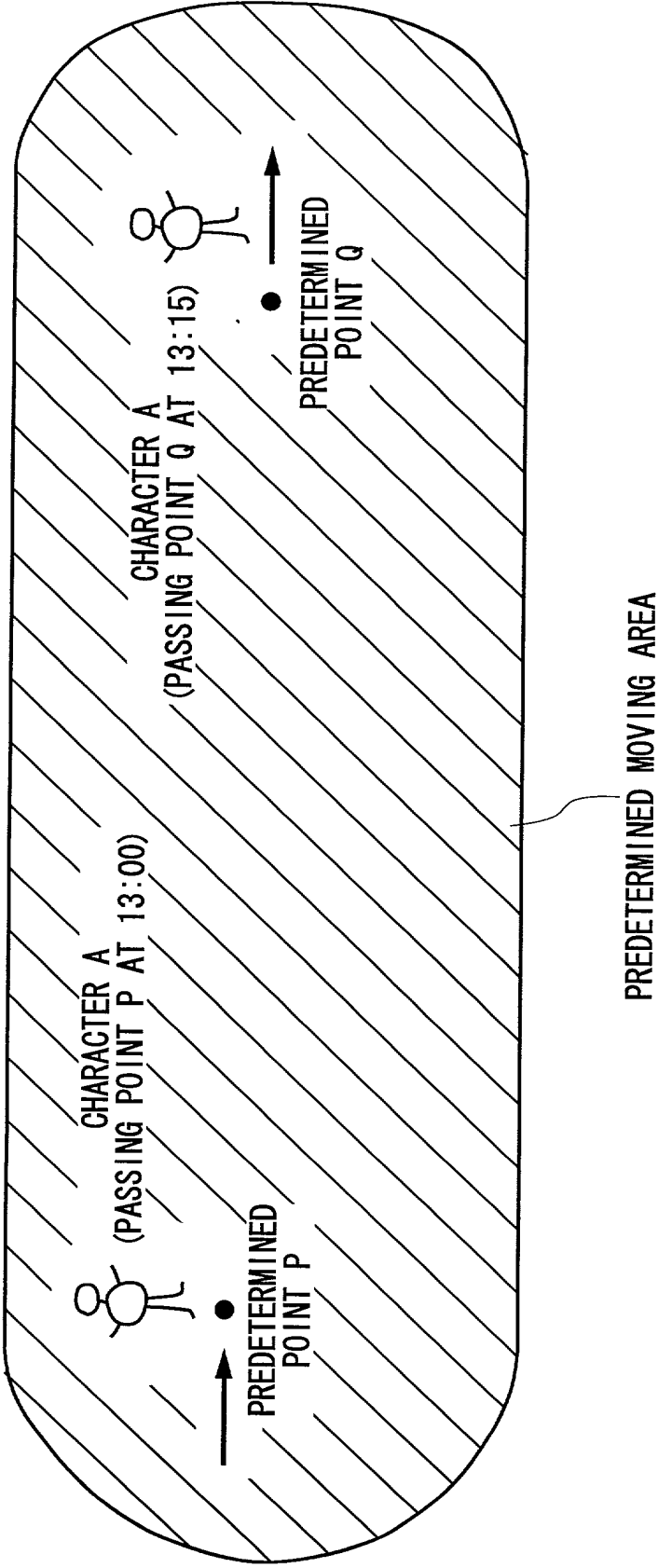


FIG. 20

19/24

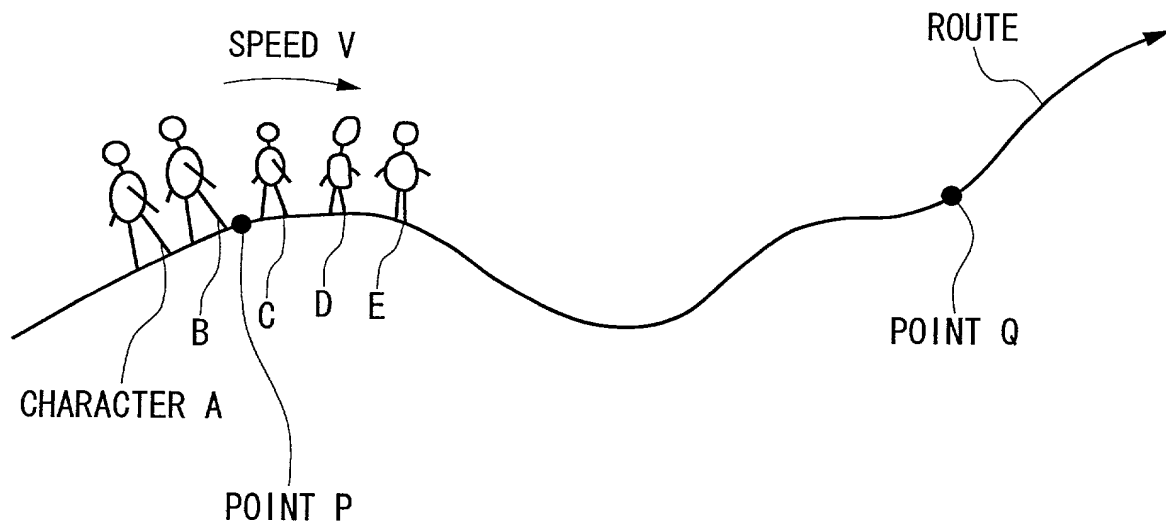


FIG. 21

20/24

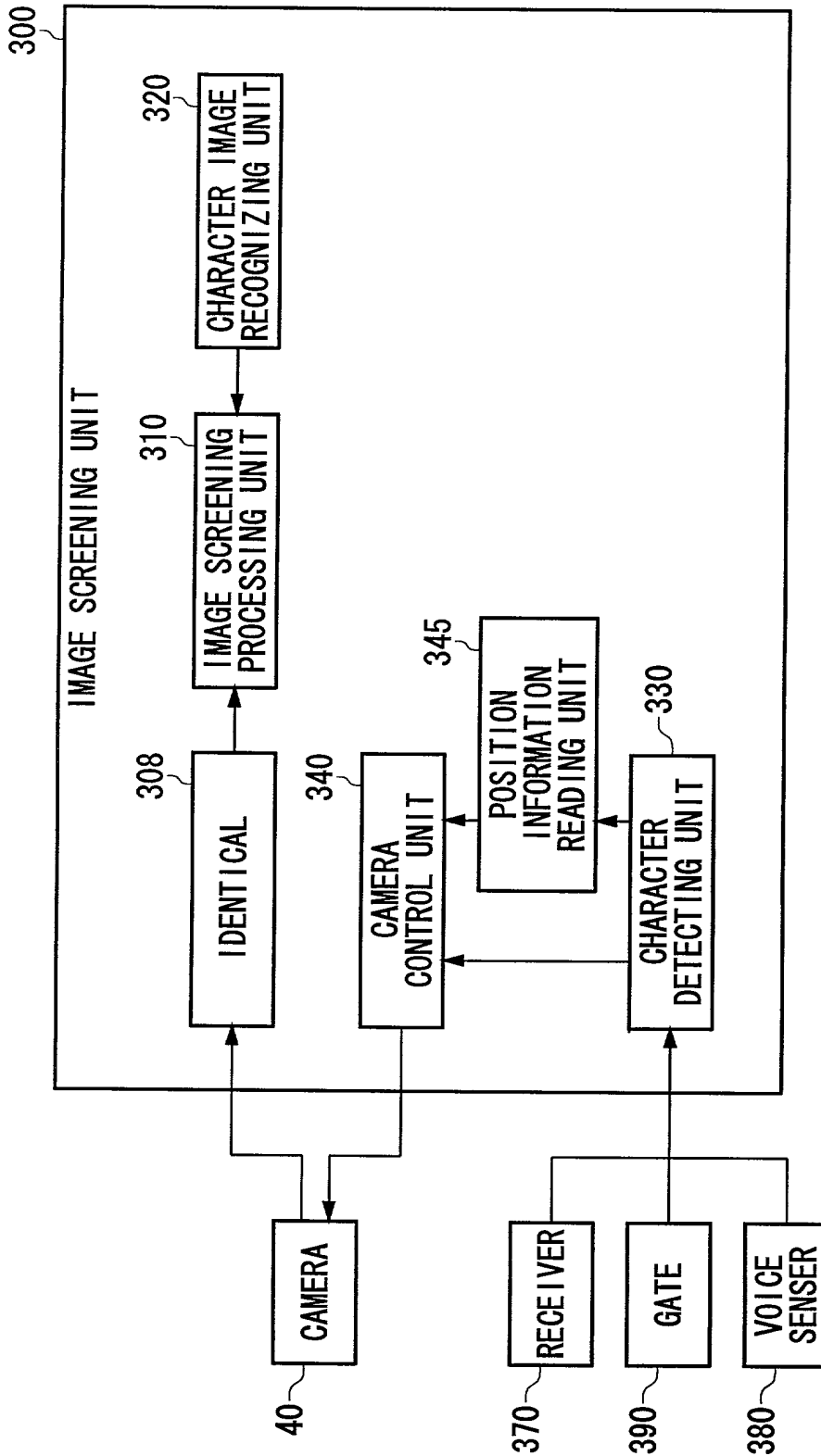


FIG. 22

21/24

320: CHARACTER IMAGE RECOGNIZING UNIT

IMAGE DETECTING CONDITION

- CONDITION FOR DELETING IMAGE
 - EYES ARE CLOSED
 - FACIAL EXPRESSION IS ANGRY





<div>○ DETECT</div> <div>× DELETE</div>	○	×	○	×
				
	IMAGE1	IMAGE2	IMAGE3	IMAGE4

FIG. 23

22/24

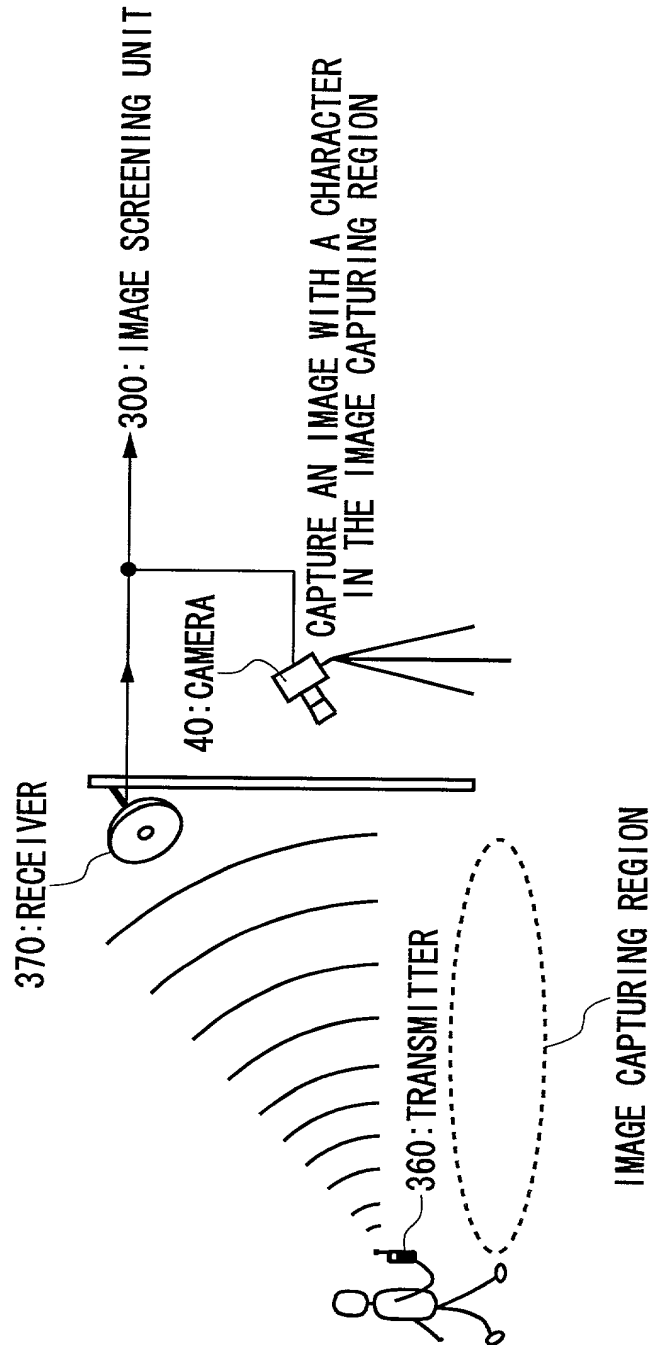


FIG. 24

23/24

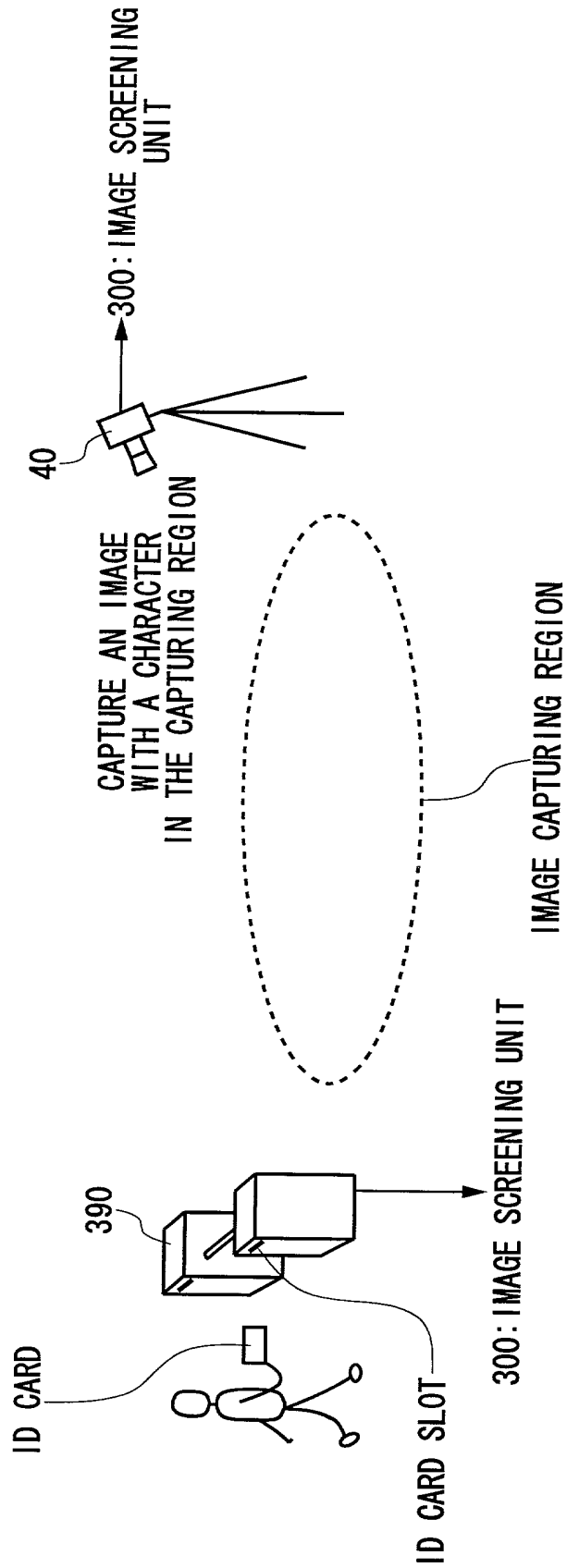


FIG. 25

24/24

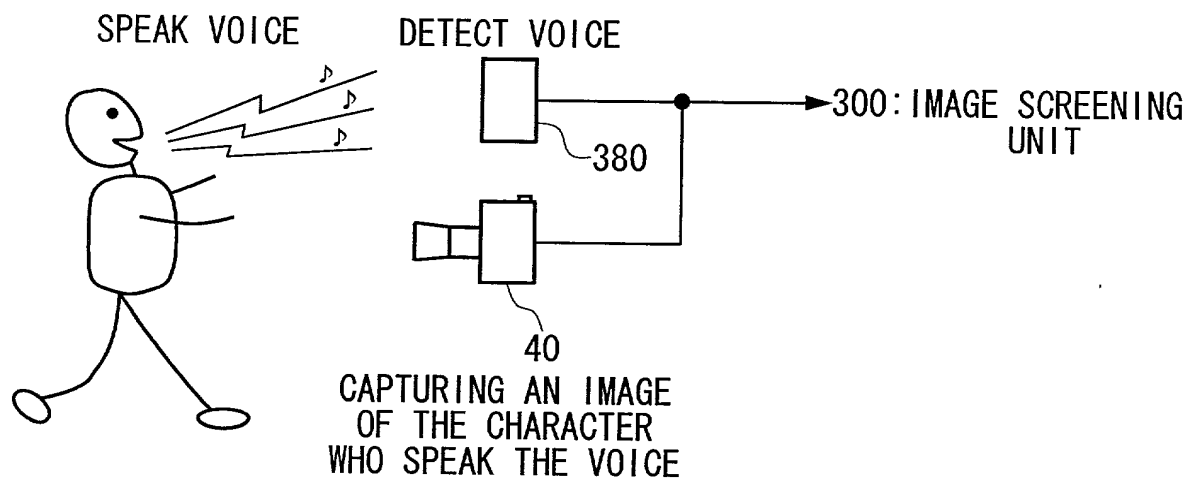


FIG. 26